

Game Instructions

Laser
Gates

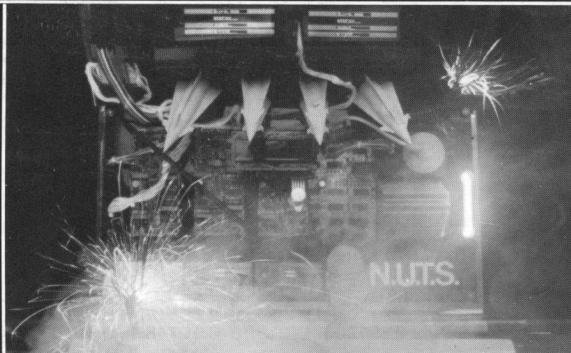
Wing
War

Quick
Step

IMAGIC

A R C A D E A C T I O N

1



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3



FOR IMAGIC 1-2-3

Load the disk into your computer normally.

To select a game, follow the directions on the screen.

- a. Move the joystick controller to choose: **Laser Gates**, **Quick Step**, or **Wing War**.
- b. Press red button of the controller to load the game.

LASER GATES

I. GAME OBJECTIVES

- You have three minutes to pilot your space ship through each cavern of a series of different planets.
- You must destroy **Pinwheel Astroids**, **Hungry Crunchers**, and **Missiles** which will attack you.
- You must blast through **Grey Walls**.
- You must time your approach carefully in order to slip through the opening and closing of **Laser Gates**.
- You may land on an **Energy Pod** in each cave to replenish your ship's energy reserves.
- When you reach the **6502-Microprocessor Gate** and destroy it, you may safely pass through into space and enter the caverns of a new planet.

II. GAME PLAY

1. The ship can be moved up or down in space, and made to face backward. To maneuver the ship, lean the left joystick in the desired direction.
2. To fire your ship's Laser, press the red button.
3. To pause at any point during game play, press the **option** key.

III. POINT SYSTEM

Destroy "6502 Microprocessor Gate"	= 6502 points
Pass through Laser Gate unscathed	= 100 points
Destroy Missile	= 99 points
Destroy Hungry Cruncher	= 66 points
Destroy Pinwheel Asteroid	= 33 points
Shoot and hit Grey Wall (each shot)	= 2 points

IV. SYSTEM

1. Laser Gates is a one-player game.
2. There are instrument panels at the bottom of the screen.

Time Clock

The clock begins with 3:00.00 minutes when your ship enters each cave. The clock moves faster when your ship is on the right side of the screen, slower on the left. You must reach the end, destroy the 6502 Microprocessor and fly out of the cave within the 3 minutes allotted on the clock.

Energy Indicator

The ship consumes energy at a regular rate. Firing the laser and colliding with enemies do not affect the energy reserves (but they do deplete shields, see below). Energy is replenished by briefly landing on the one "Energy Pod" in each cave. Energy reserves are fully replenished at the start of each new cave. When the energy reserve is completely depleted, your ship will explode.

Shield Indicator

Shield reserve levels are lost upon each collision. They are gained only after passing into the caves of the next planet. When the shield reserve is completely depleted, your ship will explode.

3. Cave Obstacles

Laser Gates open and close in a vertical crushing motion. You must maneuver your ship through when the gate opening is widest.

Grey Walls appear throughout the cave. To pass through a wall, fire at it until the passage is wide enough for your ship. If you collide with the passage, you lose shield reserves.

The **6502 Microprocessor Gate** bars your passage out of the end of the each cave. It is your last obstacle. To destroy it, shoot at the pins of the gate. In the first sixteen caves, there is only one pin which, when shot, will cause the entire gate to explode and allow safe passage.

After the sixteenth, you must shoot one or more secret pins, though not in any particular sequence. You must also avoid "poisoned" pins which, when struck, cause shield reserves to become depleted. Striking good pins will cause the screen to flash various colors and when you have struck them all, the Microprocessor Gate will explode.

WING WAR

I. THE OBJECTIVE

- Hunt and destroy the Dragon's natural enemies to change them into crystals and score points.
- Bring the crystals back to the Dragon's lair. They will provide more firepower to attack enemies and more crystal strength to defend your Dragon.
- Find other crystals at the volcano and the geyser.
- Destroy Gargok, guardian of the treasure cave, and win firepower and defensive strength for later Dragon generations.
- Obtain the crystal guarded by Gargok — the special prize of war on the wing.

II. THE CONTROLS

Flying

Press the red button repeatedly to flap the Dragon's wings and gain altitude (each time you press the button, the wings flap once). To climb faster, push joystick up while flapping the Dragon's wings. To descend, do not flap the Dragon's wings; lean the joystick left or right to control direction.

Throwing Fireballs

Pull joystick toward you and press the red button. Continue to press the button for automatic repeat firing.

Crystals and Eggs

When the Dragon touches the crystal or egg with its feet, push the joystick up, (you need not push the red button). Fly with the crystal or egg back to the lair.

Near the volcano or geyser, don't let your Dragon touch crystals while they are rising. Wait until they begin to fall and change appearance.

Enemies leave crystals behind after they are shot. Grab the crystals before they fall to the ground.

If the Dragon is killed on the way back to its lair, the crystal is lost. No added fire or crystal power can be gained.

To drop crystals and eggs, press the keyboard space bar.

III. PLAYING THE GAME

Begin with one Dragon with 2 eggs, 32 fireballs, and 32 units of crystal power.

Fly the Dragon out of its lair to retrieve eggs and crystals. When a Dragon dies, another is born, as long as there is at least one egg left in the lair. Find and retrieve eggs — up to 6 can be kept in the lair at one time — to give your Dragon extra lives.

Scoring 1000 points increases the game level, requiring more fire power, and units of crystal power, to protect the future generations of Dragons.

IV. FIREPOWER AND CRYSTAL POWER

Firepower

The number of fireballs available is indicated by the red bar at the bottom right of the screen. Dragons lose firepower only by throwing fireballs.

Crystal Power

This power gives Dragons invisible armor which allows them to survive contact with their enemies or their enemies' lethal fireballs. The crystal power available is indicated by the green bar at the bottom left of the screen. Dragons lose crystal power any time they are touched by an enemy or struck by an enemy's fireball.

QUICK STEP

GAME OBJECTIVE

Change as much Food to your color as you can by jumping on it. You will earn points for being the first to land on pink Food, and you will earn points when Food that is your color moves off the bottom of the screen. You can outsmart your opponent using Magic and Bites (see below).

CONTROLS

One player game: Use the Left controller. The Kangaroo will oppose a computer-controlled Squirrel.

Two player game: Press the SELECT key for one/two players. The Left joystick controls the Kangaroo. The Right joystick controls the Squirrel.

Press the START key or the red button on the Left joystick controller to begin a game, or to restart the game.

Quick Step plays a tune. To turn on or off, press the OPTION key.

PLAYING THE GAME

Food

Food on which the Kangaroo has landed turns GREEN. Food on which the Squirrel has landed turns BLUE. Score 3 points for claiming PINK, untouched food. Score 6 points when Food that is your color moves off the bottom of the screen.

Magic

White Food is Magic, and its appearance is signaled with a sound. When you claim Magic with your color, you will glow. While glowing, you should try to catch your opponent. If you can catch your opponent, it will be unable to move for a short time. If you succeed, score 10 points.

Bites

Each player begins with 6 Bites. To use a Bite, press the red button on your joystick while jumping. The Food you jumped from will disappear. Once Food disappears, no player can land on that space.

Earn one additional Bite, and score 7 points, each time you land on GOLD food.

Lives

Each player starts with 6 lives. A life counter on the screen reads down from "6" to "0". Each time you disappear off the bottom of the screen, you lose one Life. When your score reaches 2,000 points, you earn a Bonus Life.

The Check

When you reach the top of the fast food maze, you have to settle the bill. The object is to bounce the Check on to the other player's plate. When the Check arrives on your square, it will bounce toward the other player's plate. You can block the Check if you are on the square next to your plate. Score 20 points for bouncing the Check onto opponent's plate.

Avoid the roving insect (it isn't the best restaurant). When the insect is on your square, you start glowing. Your opponent scores points as long as you are on the square with the insect. (You cannot move to a square the insect is on).

SCORING

When one player loses all available lives, the game ends. The surviving player earns 200 additional points for each life remaining. If adding bonus points puts your score over the 2,000 point mark, you earn an additional life and an additional 200 points.

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LASER GATES designed by Tom McWilliams.
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WING WAR designed by Steve DeFrisco.
Game graphics designed by Karen Elliott.

QUICK STEP designed by Dave Johnson.
Game graphics designed by Michael Becker.